

THE IMITATOR



Module II



Course
Photo-video
concept



Topic 3
Edition



Lesson 2

Activity

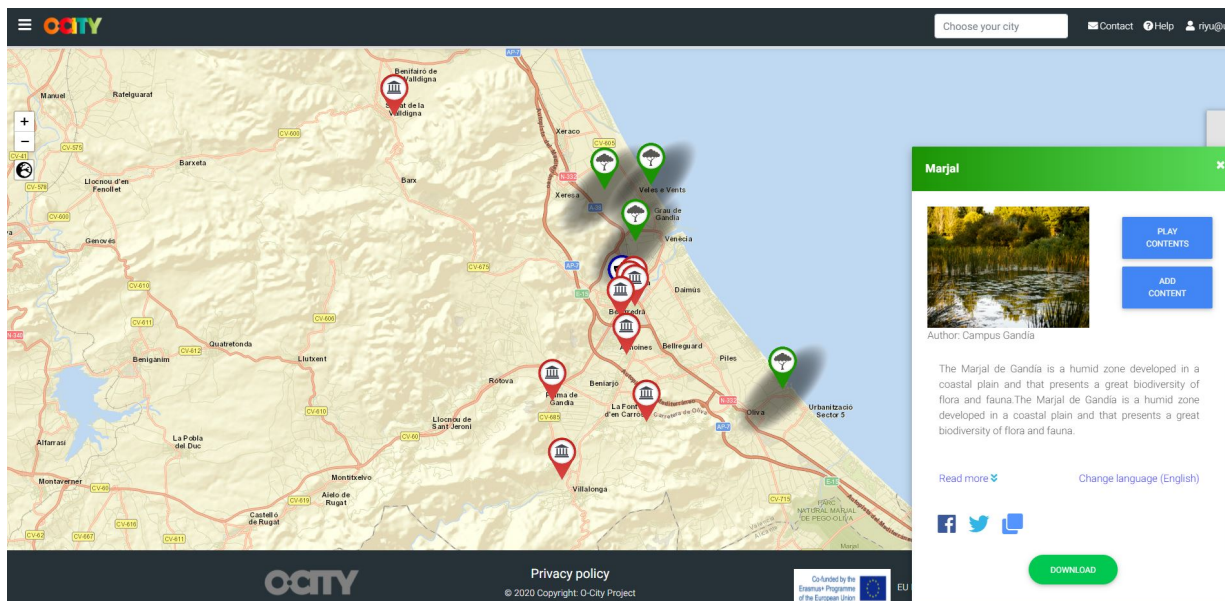
- **Short Description:** This activity consists of choosing an audiovisual project by a well-known artist. Try that the project has been published with as much data as possible, such as the camera used and the parameters. The exercise consists of imitating in the most similar way possible the audiovisual project. In this activity, students will use the didactic methodology of imitating a job well done, to learn by replicating the steps provided by the professionals.
- **Methodology:** Learning by doing.
- **Duration:** 4 hours
- **Difficulty (high - medium - low):** Medium
- **Individual / Team:** Team
- **Classroom / House:** House
- **What do we need to do this activity?**
 - **Hardware:** Computer, Photo Camera or Mobile Phone
 - **Software:** Web Browser
 1. **GIMP** (<https://www.gimp.org/>)
 2. **OpenShot** (<https://www.openshot.org/>)
 - **Other resources:** Good headphones or speakers are recommended

Description

- **Text description:** In this activity we must look for an audiovisual project that correctly documents a heritage element (cultural or natural) and reproduce it as perfectly as possible.



- **Illustration:**



Instructions

1. Search for an audiovisual project of some heritage element (the O-City platform can be used: <https://ocityplatform.webs.upv.es/>)
2. Imitate the audiovisual project:
3. Find Similar Photos
4. Find a similar audio track
5. Transcribe, voice over and record audio
6. Edit in OpenShot software

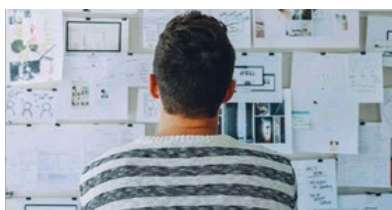
Expected outcomes

- Learn to work with photo, sound, script and editing.
- Innovate in the realization of finished work.

This activity can be used in other (module, course, topic, lesson):

- **Module II, Course Video, Topic Edition, Lesson 1**

DIGICOMP (Competences developed): *Integrating and re-elaborating digital content; Creatively using digital technologies.*



ENTRECOMP (Competences developed): *Taking the initiative; Learning through experience.*

Example:

<https://ocityplatform.webs.upv.es/ocityws/public/index.php/auxCity/27>

The Marjal de Gandía is a humid zone developed in a coastal plain and that presents a great biodiversity of flora and fauna. The Marjal de Gandía is a humid zone developed in a coastal plain and that presents a great biodiversity of flora and fauna.

